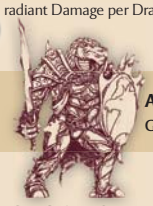
38 Dragonborn Paladin of Bahamut

LEVEL 8 | AC 24 | DEF 21 | SPEED 5 | HP 60



ATTACK ACTIONS

Radiant Longsword: +15 vs AC; 10 + 5 radiant Damage

❑ **Bahamut's Blade:** +16 vs AC; 10 Damage, + 10 radiant Damage per Dragon ally adjacent to this creature

ABILITIES
Good • Dragon • Divine

SPECIAL POWERS

Foe of Tiamat: Allies attacking Evil Dragon targets score criticals on attack rolls of natural 18+.

CHAMPION 2 ❑❑

Warband Building: Your warband may include 1 non-Evil Dragon creature, regardless of faction.

- Use when an adjacent ally would be hit by a or attack. This creature switches positions with that ally and is hit by that attack instead.
- Use before taking your first turn of a round. Allies' attacks deal +5 radiant Damage this round.

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88 Kuyutha, Exarch of Bahamut

LEVEL 15 | AC 28 | DEF 27 | SPEED F6 | HP 95

ATTACK ACTIONS

Dragontalon Blade: +21 vs AC; 25 Damage

❑ **Coldfire Breath:** (large cone) +18 vs DEF (Ref); 20 cold + 20 fire Damage

❑ **Will of Bahamut:** (burst 5, enemies only) +18 vs DEF (Will); Stunned. RECHARGE when an adjacent Dragon ally is the target of a attack.

ABILITIES
Good • Dragon
Unique. Flight

CHAMPION 3 ❑❑❑

- Use before you roll for initiative. If you win the initiative check, a Dragon ally can make an immediate attack.
- Use when a Dragon ally is eliminated by an enemy. That ally can make an immediate attack.

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13 Halfling Archer

LEVEL 4 | AC 19 | DEF 14 | SPEED 6 | HP 40

ATTACK ACTIONS

Short Sword: +9 vs AC; 5 Damage

Shortbow: (sight) +9 vs AC; 10 Damage

❑ **Skirmish Shot:** (nearest) Move up to Speed and then attack, +10 vs AC; 20 Damage. RECHARGE when this creature hits with a attack.

ABILITIES
Good • Halfling • Martial
+4 DEF (Ref)

SPECIAL POWERS

❑ **Reactive Shot:** Immediate, when hit by a attack; make a Shortbow attack that doesn't provoke opportunity attacks.

She never shoots twice from the same spot.

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42 Mezzodemon

LEVEL 11 | AC 27 | DEF 23 | SPEED 6 | HP 70

ATTACK ACTIONS

Trident: +18 vs AC; 15 Damage

❑ **Poison Cloud:** (burst 2) +16 vs DEF (Fort); 20 poison Damage; hit or miss, adjacent creatures take ongoing 10 poison Damage (save ends). RECHARGE when first Bloodied.

ABILITIES
Evil • Demon
Resist 10 Poison

SPECIAL POWERS

❑ **Skewering Tines:** Followup after a attack; Immobilized (save ends). RECHARGE if no Immobilized enemy is adjacent at end of this creature's turn.

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9 Grinning Imp

LEVEL 3 | AC 18 | DEF 15 | SPEED F6 | HP 25

ATTACK ACTIONS

Bite: +8 vs AC; 10 Damage

❑ **Hellish Poison Sting:** +8 vs AC; 15 Damage AND ongoing 10 poison Damage (save ends) AND -2 DEF. RECHARGE when hit by an attack.

ABILITIES
Evil • Devil
Flight

SPECIAL POWERS

❑ **Vanish:** Replaces attack action: This creature is invisible until end of its next turn or until it attacks.

Imps are the embodiment of toxic treachery.

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7 Infernal Armor

LEVEL 3 | AC 15 | DEF 19 | SPEED 5 | HP 30

ATTACK ACTIONS

Short Sword: +10 vs AC; 10 Damage

Gambit: +14 vs AC, provokes opportunity attacks; 20 Damage

ABILITIES
Evil • Devil

SPECIAL POWERS

Opening Move: +4 Speed on this creature's first turn of the battle.

Sacrificial Lamb: When this creature is eliminated by an enemy, an adjacent ally immediately heals 15 HP.

With destruction as its only hope, recklessness is its only option.

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43 Rakshasa Assassin

LEVEL 11 | AC 25 | DEF 23 | SPEED 7 | HP 70

ATTACK ACTIONS

Short Sword: +16 vs AC; 10 Damage

Double Strike: (2 different targets) +14 vs AC each; 10 Damage each

❑ **Phantom Distraction:** (range 5) +14 vs DEF (Will); Dazed

ABILITIES
Evil • Rakshasa
Vulnerable 10 Radiant

SPECIAL POWERS

❑❑ **Shadow Form:** Use on this creature's turn. This creature has Phasing until end of its turn.

Sneak Attack 15: +15 Damage whenever this creature has combat advantage against target.

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26 Tiefling Cleric of Asmodeus

LEVEL 7 | AC 21 | DEF 18 | SPEED 6 | HP 50

ATTACK ACTIONS

Mace: +14 vs AC; 10 + 5 necrotic Damage

Lance of Oblivion: (range 5) +12 vs DEF (Ref); 10 necrotic Damage AND Dazed

❑ **Seal of the Damned:** (radius 2 within sight) +12 vs DEF (Will); 20 necrotic Damage. Hit or miss, Undead allies in area instead heal 10 HP. RECHARGE when a Good creature is eliminated.

ABILITIES
Evil • Tiefling • Divine
+4 DEF (Will)

SPECIAL POWERS

❑ **Baleful Sanctuary:** Replaces attack action: Choose 1 ally within sight; the next time that ally is attacked, the attacker takes 10 Damage. RECHARGE when that ally is eliminated.

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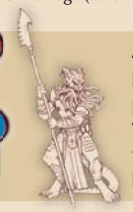
57 Vicious Bearded Devil

LEVEL 13 | AC 29 | DEF 25 | SPEED 6 | HP 80

ATTACK ACTIONS

Glaive: +20 vs AC; 15 Damage AND ongoing 5 Damage (save ends)



ABILITIES

Evil • Devil

Devilish Teamwork: While adjacent, allies have +2 AC.

Reach 2

SPECIAL POWERS

Battle Frenzy: +2 Attack and +10 Damage while Bloodied.

Grasping Beard: Adjacent enemies that move away from this creature take 5 Damage.

Bearded devils lust for blood and pain.

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31 Deathgrasp Sarcophagus

LEVEL 10 | AC 26 | DEF 20 | SPEED 0 | HP 65

ATTACK ACTIONS

Claws of the Hungry Dead: +15 vs DEF (Ref); 10 Damage AND Entombed. RECHARGE if no creature is Entombed.

ABILITIES

Evil • Demon • Construct

+4 DEF (Will); Reach 4

Immune Necrotic, Poison

SPECIAL POWERS

Entombed: Remove affected target from the battle map. When that target activates, the only action it can take is to make a basic attack against this creature. If this creature is eliminated, place the Entombed target in the square this creature occupied.

Shadow Teleport: Replaces move action: Place this creature in an occupied victory area.

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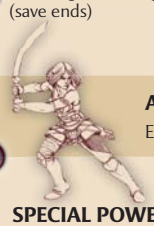
22 Drow Adventurer

LEVEL 7 | AC 22 | DEF 19 | SPEED 7 | HP 45

ATTACK ACTIONS

Fangblade: +14 vs AC; 10 Damage AND ongoing 5 poison Damage (save ends)

Shuriken: (range 10, nearest) +14 vs AC; 5 Damage AND ongoing 5 poison Damage (save ends)



ABILITIES

Evil • Drow

SPECIAL POWERS

Mobile Melee Attack: Immediate, after resolving this creature's attack; shift.

Parry: Can't be used while Bloodied; immediate, when a attack would hit this creature; that attack misses instead.

Sleep Poison: Followup after any attack; +12 vs DEF (Fort); Helpless

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34 Drow Demonbinder

LEVEL 10 | AC 21 | DEF 19 | SPEED 7 | HP 50

ATTACK ACTIONS

Acid Touch: +15 vs DEF (Ref); 10 acid Damage

Acid Blast: (sight) +15 vs DEF (Ref); 10 acid Damage AND Dazed

Arms of the Marilith: 6 attacks, +17 vs AC each; 5 Damage each. RECHARGE when this creature takes 20 or more Damage from an attack.

ABILITIES

Evil • Drow • Demon

+4 DEF (Will)

SPECIAL POWERS

Wings of the Vrock: +2 Speed and Flight this turn. RECHARGE when first Bloodied.

Eldritch Support: Immediate, when a Demon ally makes an opportunity attack against an enemy in line of sight to this creature; Acid Blast against that enemy.

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8 Lolthbound Goblin

LEVEL 3 | AC 18 | DEF 14 | SPEED 6 | HP 30

ATTACK ACTIONS

War Pick: +10 vs AC; 10 Damage

Lolthbound Shriek: (large cone) +8 vs DEF (Fort); 10 thunder Damage, Drow and Goblins immune

ABILITIES

Goblin

Drow Follower: +2 AC and +2 DEF while a Drow ally is within 5 squares.

SPECIAL POWERS

Venomous Thirst: +5 damage against targets taking ongoing poison Damage.

A nasty example of drow ingenuity.

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16 Runespiral Demon

LEVEL 5 | AC 19 | DEF 17 | SPEED 7 | HP 40

ATTACK ACTIONS

Bite: +10 vs AC; 10 Damage

Arcane Arc: (all creatures in unblocked line between this creature and 1 Arcane creature within 6) +8 vs DEF (Ref); 10 lightning Damage

ABILITIES

Evil • Demon • Arcane

Resist 10 Lightning

Defensive Mobility: +5 AC against opportunity attacks while moving.

SPECIAL POWERS

Lightning Speed: Whenever it damages an enemy, this creature has +3 Speed until end of its next turn.

The spiral is always downward.

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15 Shardsoul Slayer

LEVEL 5 | AC 21 | DEF 17 | SPEED 6 | HP 40

ATTACK ACTIONS

Slam: +12 vs AC; 10 Damage

ABILITIES

Evil • Construct • Shardsoul

Immune Poison

SPECIAL POWERS

Death's Release: Immediate, when this creature is eliminated; nearest ally has +2 Attack and +10 Damage until end of its next turn. If that ally is a Shardsoul, it can also make an immediate basic attack.

Disorienting Aura: (burst 1) Use at end of this creature's turn; +10 vs DEF (Will); Confused

Powerful Charge 10: +10 Damage on charge.

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58 Solamith

LEVEL 12 | AC 24 | DEF 20 | SPEED 7 | HP 80

ATTACK ACTIONS

Claw: +19 vs AC; 10 Damage

Soulfire: (radius 1 within sight) +17 vs DEF (Ref); 15 + 15 fire Damage. Hit or miss, this creature takes 5 Damage. It can take 10 extra Damage to increase the radius to 3.

ABILITIES

Evil • Demon

+6 DEF (Fort)

Resist 10 Fire

Reach 2

SPECIAL POWERS

Soulfire Retort: (small cone) Immediate, when this creature takes damage from an enemy's attack; +18 vs DEF (Ref); 15 + 15 fire Damage

Its malice roils within, begging to be shared.

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34 Soulrider Devil

LEVEL 9 | AC 21 | DEF 18 | SPEED 7 | HP 45

ATTACK ACTIONS

Longsword: +15 vs AC; 10 Damage

❑ **Acid Flame:** (radius 2 within sight) +14 vs DEF (Ref); 15 fire Damage AND ongoing 10 acid Damage (save ends), 10 fire only on miss

❑ **Black Chill Blast:** (large cone) +14 vs DEF (Ref); 15 cold + 10 necrotic Damage, 10 necrotic only on miss

ABILITIES

Evil • Devil

+4 DEF (Ref)

SPECIAL POWERS

Arcane Sacrifice: Replaces move action: This creature takes 10 Damage to recharge one of its attack actions.

Death is preferable to losing sight, life, and, eventually, soul to a hellish parasite.

14 Deathlock Wight

LEVEL 4 | AC 18 | DEF 16 | SPEED 6 | HP 35

ATTACK ACTIONS

Claw: +7 vs DEF (Fort); 5 necrotic Damage, and this creature heals 5 HP

Grave Bolt: (sight) +7 vs DEF (Ref); 10 necrotic Damage AND Immobilized

Horrific Visage: (range 10) +7 vs DEF (Will); target that ends its next turn within 3 squares of this creature is Stunned

ABILITIES

Evil • Undead

Immune Poison

Vulnerable 10 Radiant

SPECIAL POWERS

❑ **Reanimate:** Immediate, when an Undead ally of level 5 or lower would be reduced to 0 HP; that ally instead remains in play with 10 HP.

41 Draegloth Favored One

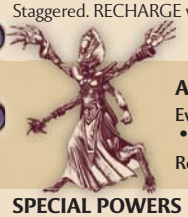
LEVEL 11 | AC 25 | DEF 23 | SPEED 6 | HP 65

ATTACK ACTIONS

Flaying Rod: +18 vs AC; 15 Damage, Stunned on critical

Profane Agony: (range 6) +16 vs DEF (Fort); 10 necrotic Damage AND Staggered

❑ **Unholy Blight:** (radius 5 within sight) +16 vs DEF (Ref); 20 necrotic Damage AND Staggered. RECHARGE when first Bloodied.



ABILITIES

Evil • Drow • Demon • Divine

Reach 2

SPECIAL POWERS

❑ ❑ **Burning Sting:** Immediate, when this creature takes damage from an attack; the attacker takes your choice of ongoing 10 fire Damage or ongoing 10 acid Damage (save ends).

Profane nature and corrupt nurture lead to honor among the drow.

7 Drow Assassin

LEVEL 2 | AC 18 | DEF 16 | SPEED 7 | HP 20

ATTACK ACTIONS

Short Sword: +6 vs AC; 10 Damage

Crossbow: (nearest) +7 vs AC; 10 Damage

❑ **Sniper's Fang:** (sight) +9 vs AC; 5 Damage AND ongoing 5 poison Damage (save ends). RECHARGE at end of turn if this creature doesn't attack on its turn.

ABILITIES

Evil • Drow • Stealth

Hide: If this creature has ranged cover other than from intervening creatures against a nonadjacent enemy, it is invisible to that enemy.

SPECIAL POWERS

Sneak Attack 5: +5 Damage whenever this creature has combat advantage against target.

Stealth is as useful as poison among the drow. She has both.

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40 Shadow Flayer

LEVEL 12 | AC 25 | DEF 25 | SPEED 8 | HP 55

ATTACK ACTIONS

Longspear: +16 vs AC; 15 Damage AND ongoing 5 poison Damage (save ends)

❑ **Mind Blast:** (large cone) +15 vs DEF (Will); 15 psychic Damage AND Stunned. RECHARGE when this creature uses Shadowcloak.

ABILITIES

Evil • Mind Flayer • Stealth

+4 DEF (Will)

Reach 2

SPECIAL POWERS

❑ **Shadowcloak:** Use at start of this creature's turn; this creature becomes invisible until start of its next turn. RECHARGE when first Bloodied.

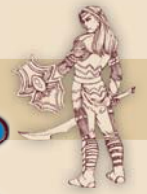
Sneak Attack 10: +10 Damage whenever this creature has combat advantage against target.

29 Spiderbound Drow Warrior

LEVEL 9 | AC 24 | DEF 21 | SPEED 6 | HP 60

ATTACK ACTIONS

Longsword: +15 vs AC; 15 Damage



ABILITIES

Evil • Drow • Martial

SPECIAL POWERS

Spiderbind: Use only while Bloodied, replaces move action: Adjacent enemies are Immobilized.

Spiderbound Shield: Replaces attack action: This creature has -4 AC until end of its next turn AND 1 adjacent enemy gains ongoing 5 poison Damage (save ends).

His sword cuts deep, but his shield stings and weaves.

69 Thoon Hulk

LEVEL 14 | AC 26 | DEF 23 | SPEED 5 | HP 100

ATTACK ACTIONS

Arm-Axe: +17 vs AC; 30 Damage

ABILITIES

Evil • Mind Flayer

+4 DEF (Fort)

Immune Stun

Resist 5 Poison

Reach 2

SPECIAL POWERS

Attack Overdrive: Use at start of this creature's turn; this creature takes 15 Damage to gain +4 Attack until end of its turn.

Defense Overdrive: Immediate, when damaged by a attack; this creature takes 10 extra Damage to make a attack.

Radiate Quintessence: While this creature is Bloodied, adjacent non-Mind Flayer creatures take 5 Damage at start of this creature's turn.

32 Black Dragon Lurker

LEVEL 4 | AC 22 | DEF 20 | SPEED F7 | HP 50

ATTACK ACTIONS

Bite: +12 vs AC; 10 Damage

❑ **Corrosive Breath:** (large cone) +10 vs DEF (Ref); 30 acid Damage, 15 acid on miss. RECHARGE when first Bloodied.

ABILITIES

Evil • Dragon

Flight

Resist 5 Acid; Reach 2

SPECIAL POWERS

Darkness: Replaces attack action: This creature recharges Corrosive Breath and cannot be targeted by attacks until end of its next turn.

CHAMPION 2 ❑ ❑

- Use at start of round. Spend 10 VP: Until end of round, all acid Damage is increased by +15.
- Use before taking your first turn of a round. The player whose warband eliminates more enemies than any other this round scores +10 VP.

72 Concord Illithid

LEVEL 14 | AC 25 | DEF 25 | SPEED 6 | HP 85

ATTACK ACTIONS

Tentacles: +19 vs AC; 15 Damage AND Immobilized

❑ **Mind Blast:** (large cone) +17 vs DEF (Will); 20 psychic Damage AND Stunned; 10 psychic only on miss. RECHARGE when an ally destroys an enemy.

ABILITIES

Evil • Mind Flayer • Psionic • Mastermind

+4 DEF (Will)

SPECIAL POWERS

❑ **Dominate:** Followup after Mind Blast; Stunned target is instead Dominated.

CHAMPION 2 ❑❑

- Use when an enemy is eliminated. That enemy immediately makes a attack against target of your choice adjacent to it (ally or enemy).
- Use when a creature makes an attack against DEF (Will). Allies get +5 DEF (Will) against that attack.

38 Phaseweb Spider

LEVEL 10 | AC 26 | DEF 24 | SPEED 7 | HP 75

ATTACK ACTIONS

Bite: +15 vs DEF (Fort); 10 Damage AND ongoing 10 poison Damage (save ends)

❑ **Phase Web:** (small cone) +15 vs DEF (Ref); 5 Damage AND Immobilized (save ends). When a creature succeeds on its save against this effect, place it up to 4 squares away from its current location (your choice). RECHARGE when first Bloodied.

ABILITIES

Evil • Demon • Spider

Phasing; Reach 2

SPECIAL POWERS

❑ **Join the Fray:** Replaces move action: Place this creature adjacent to an Evil, Demon, or Spider ally in line of sight.

Shifting Realities: Whenever this creature hits with a attack, it can shift 1 square or slide the target 1 square.

41 Skull Lord

LEVEL 9 | AC 23 | DEF 22 | SPEED 5 | HP 60

ATTACK ACTIONS

Bone Staff: +16 vs AC; 10 + 5 cold Damage

Osseous Call: (sight) +14 vs DEF (Fort); 10 necrotic Damage AND this creature or an Undead ally within 5 squares of it heals 10 HP.

ABILITIES

Evil • Undead

Resist 10 Cold, Necrotic

Shattered Skull: -4 Attack while Bloodied.

CHAMPION 3 ❑❑❑

Warband Building: All Evil Undead creatures are legal in your warband.

- Use when an Undead ally would be reduced to 0 HP. Transfer 20 HP from another Undead ally to that ally.
- Use when any creature takes cold or necrotic damage. That creature takes an extra 10 Damage of the same type.

33 Gnoll Demon Adept

LEVEL 8 | AC 20 | DEF 18 | SPEED 7 | HP 65

ATTACK ACTIONS

Flail: +11 vs AC; 25 Damage

ABILITIES

Evil • Gnoll • Demon

SPECIAL POWERS

Pack Attack: +10 Damage with attacks while 2 or more allies are adjacent to target.

CHAMPION 2 ❑❑

Warband Building: Your warband can include 1 Demon creature that doesn't match this champion's faction.

- Use at start of round. Demon or Gnoll allies have +1 Attack this round (+2 Attack if this champion is Bloodied).
- Use when an enemy becomes Bloodied by this champion. All Demons and Gnolls deal +10 Damage against that enemy until end of this champion's next turn.

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51 Yuan-Ti Malison Incanter

LEVEL 12 | AC 24 | DEF 22 | SPEED 7 | HP 55

ATTACK ACTIONS

Baneflame Staff: +15 vs DEF (Ref); 10 fire Damage AND ongoing 10 poison Damage (save ends)

Mindwarp: (sight) +17 vs DEF (Will); 10 psychic Damage

❑ **Dominate:** (nearest) +15 vs DEF (Will); Dominated

ABILITIES

Evil • Yuan-Ti • Arcane

Resist 15 Poison

SPECIAL POWERS

Zehir's Tactics: Allies deal +10 Damage to enemies adjacent to this creature.

The incanter's insidious poison bends the psyche and warps the will.

27 Ogre Pulverizer

LEVEL 8 | AC 20 | DEF 15 | SPEED 8 | HP 75

ATTACK ACTIONS

Tree: +11 vs AC; 25 Damage

❑ **Angry Smash:** Use only while Bloodied; +13 vs AC; 35 Damage

ABILITIES

Ogre

+4 DEF (Fort)

Reach 2

SPECIAL POWERS

Big Dumb Friend: An adjacent ally can redirect a attack against it to this creature.

His manner is blunt—his club does all the talking.

65 Stormrage Blue Dragon

LEVEL 13 | AC 27 | DEF 26 | SPEED F8 | HP 85

ATTACK ACTIONS

Gore: +18 vs AC; 15 + 10 lightning Damage

❑ **Lightning Breath:** (line 10) +16 vs DEF (Ref); 25 lightning Damage, 10 lightning on miss. RECHARGE when first Bloodied.

Lightning Burst: (radius 1 within sight) +16 vs DEF (Ref); 20 lightning Damage

ABILITIES

Dragon

Flight; Resist 30 Lightning

SPECIAL POWERS

❑ **Clear the Way:** Immediate, after this creature's attack hits; push up to 2 squares AND make another attack against a different target.

CHAMPION 2 ❑❑

- Use before a creature in your warband makes a attack against a Bloodied enemy: +20 Damage with that attack.
- Use before a creature in your warband makes a attack. For every enemy destroyed by that attack, score +5 VP.

19 Bugbear Strangler

LEVEL 6 | AC 22 | DEF 20 | SPEED 7 | HP 45

ATTACK ACTIONS

Morningstar: +11 vs AC; 10 Damage

Strangling Grasp: +11 vs DEF (Ref); 10 Damage AND Immobilized

ABILITIES

Bugbear

SPECIAL POWERS

❑ **Body Shield:** Redirect a or attack against this creature to an adjacent Immobilized enemy other than the attacker. RECHARGE when this creature hits with Strangling Grasp.

Sneak Attack 15: +15 Damage whenever this creature has combat advantage against target.

Anyone that carries a short rope as a weapon has got to be bad news.

17 Bugbear Warrior

LEVEL 5 | AC 18 | DEF 15 | SPEED 6 | HP 50

ATTACK ACTIONS

Morningstar: +8 vs AC; 10 Damage

❑ **Big Swing:** (2 targets adjacent to each other) +8 vs AC each; 15 Damage each

ABILITIES

Bugbear • Martial

SPECIAL POWERS

Sneak Attack 10: +10 Damage whenever this creature has combat advantage against target.

"I'm a hammer–you're the nail!"

5 Human Bandit

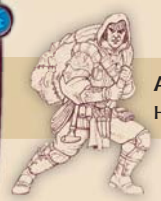
LEVEL 2 | AC 16 | DEF 14 | SPEED 6 | HP 25

ATTACK ACTIONS

Mace: +7 vs AC; 5 Damage

Thrown Dagger: (range 4) +7 vs AC; 5 Damage

❑ **Footpad's Attack:** +8 vs AC; 15 Damage. RECHARGE when this creature ends its turn in a victory area.



ABILITIES

Human • Martial

SPECIAL POWERS

Sneak Attack 5: +5 Damage whenever this creature has combat advantage against target.

"If yer takin', take as much as ya can carry, says I."

7 Spiretop Drake

LEVEL 1 | AC 16 | DEF 13 | SPEED F8 | HP 20

ATTACK ACTIONS

Bite: +6 vs AC; 5 Damage

ABILITIES

Dragon

Flight

Loyal Follower: +5 AC against opportunity attacks while an active Dragon champion is in your warband.

SPECIAL POWERS

High Perch: If this creature ends its turn adjacent to a wall, it can't be targeted by attacks until start of its next turn.

Mobile Melee Attack: Immediate, after resolving this creature's attack; shift.

27 Scythejaw

LEVEL 9 | AC 25 | DEF 22 | SPEED 4 | HP 65

ATTACK ACTIONS

Iron Jaws: +14 vs AC; 15 Damage

ABILITIES

Construct

Immune Poison

Wandering Monster: Sets up in a random victory area.

SPECIAL POWERS

❑ **Clampdown:** Followup after a attack; Immobilized (save ends). RECHARGE if no Immobilized enemy is adjacent at end of this creature's turn.

Sneak Attack 10: +10 Damage whenever this creature has combat advantage against target.

Vicious Jaws: This creature gains combat advantage against Immobilized targets.

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33 Autumn Wind Ranger

LEVEL 9 | AC 23 | DEF 19 | SPEED 7 | HP 55

ATTACK ACTIONS

Sylvan Longsword: +14 vs AC; 10 Damage, +5 Damage while adjacent to a Wild ally

Longbow: (sight) +14 vs AC; 10 Damage

❑ **Ricochet Shot:** (nearest) +15 vs AC; 15 Damage AND make this attack again, targeting an enemy within line of sight of the first target (maximum 1 per turn). RECHARGE when this creature hits with a attack.

ABILITIES

Elf • Martial

+4 DEF (Ref)

SPECIAL POWERS

Not So Close: Immediate, when an enemy misses this creature with a attack: Shift 1 square and make a Longbow attack against that attacker.

Skirmish 10: +10 Damage this turn if this creature moved at least 2 squares from where it started its turn before attacking.

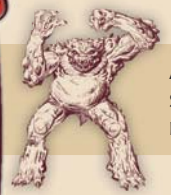
32 Blood Slaad

LEVEL 10 | AC 23 | DEF 21 | SPEED 8 | HP 60

ATTACK ACTIONS

Claw: +15 vs AC; 10 Damage

❑ **Horrid Croak:** (large cone) +13 vs DEF (Will); 10 Damage AND Dazed



ABILITIES

Slaad • Chaos

Reach 2

SPECIAL POWERS

Leaping Pounce: Flight while charging.

Chaos Storm: On any round in which your initiative roll is natural 6–10, this creature recharges Horrid Croak AND all Slaad allies have +2 Speed until end of round.

Sneak Attack 10: +10 Damage whenever this creature has combat advantage against target.

53 Brutal Ogre Warhulk

LEVEL 11 | AC 25 | DEF 23 | SPEED 6 | HP 95

ATTACK ACTIONS

Heavy Flail: +14 vs AC; 25 Damage

❑ **Flail Hurricane:** Make a single attack against each target within Reach, +15 vs AC; 25 Damage AND push 1 square. RECHARGE when damaged by a Medium or smaller creature.

ABILITIES

Ogre

+4 DEF (Fort)

Reach 2

SPECIAL POWERS

Ignore Puny Ones: Can move through Medium or smaller enemies.

"Who needs siege engines? We have warhulks."
–Lord Marshal Gulgakos, tiefling warlord

55 Curse Slaad

LEVEL 14 | AC 27 | DEF 25 | SPEED 7 | HP 80

ATTACK ACTIONS

Claw: +18 vs AC; 15 Damage

❑ **Chaos Curse:** (range 5) +16 vs DEF (Will); 15 Damage AND target must roll twice for attacks and saves, taking the lower result (save ends). RECHARGE when an enemy is eliminated.

ABILITIES

Slaad • Chaos

+4 DEF (Will); Reach 2

SPECIAL POWERS

Chaos Storm: On any round in which your initiative roll is natural 16–20, this creature recharges Chaos Curse AND all enemies have -2 Speed (minimum 1) until end of round.

Chaos Warp: Use at start of this creature's turn; choose a target and roll 1d20. 1–5: Opponent may slide target 1 square; 6–10: Pull 1 square; 11–15: Slide 1 square; 16–20: Push 1 square.

54 Cyclops Hewer

LEVEL 13 | AC 26 | DEF 23 | SPEED 7 | HP 80

ATTACK ACTIONS

Battleaxe: +18 vs AC; 20 Damage

❑ **Wide Swing:** (small cone) +18 vs AC; 20 Damage. RECHARGE when first Bloodied.

ABILITIES

Cyclops • Fomorian

+4 DEF (Will)

Blindsight: Ignores Conceal; treats invisible creatures as visible. **Reach 2**

SPECIAL POWERS

Evil Eye: When this creature activates, choose a target enemy. Until start of this creature's next turn, whenever the target misses with a attack, this creature can make an immediate attack against that target if within Reach.

79 Ettin Spirit-Talker

LEVEL 12 | AC 26 | DEF 24 | SPEED 4 | HP 75

ATTACK ACTIONS

Club: +17 vs AC; 20 Damage

Curse of Shattered Bone: (sight) +17 vs DEF (Will); target takes +20 Damage the next time it is hit by a attack

❑ **Spirit Call:** (burst 2) +17 vs DEF (Fort); 20 necrotic Damage AND 10 extra Damage if target moves on its next turn. RECHARGE as an activation.

ABILITIES

Primal

Reach 2

SPECIAL POWERS

Multi-Activation 2: Activates twice per round.

Savage spirits recognize this shaman as one of their own.

36 Minotaur Warrior

LEVEL 10 | AC 26 | DEF 22 | SPEED 5 | HP 65

ATTACK ACTIONS

Battleaxe: +17 vs AC; 15 Damage

❑ **Wild Swing:** (up to 2 enemies) +18 vs AC; 30 Damage; hit or miss, this creature has -4 AC until end of its next turn. RECHARGE when first Bloodied.

ABILITIES

Minotaur

SPECIAL POWERS

Goring Charge: On charge, +10 Damage AND target Immobilized.

Ferocity: Immediate, when destroyed; make a attack.

Minotaurs believe that a "beast within" guides a warrior.

9 Sharn Redcloak

LEVEL 2 | AC 18 | DEF 14 | SPEED 6 | HP 25

ATTACK ACTIONS

Longsword: +7 vs AC; 10 Damage

Longbow: (sight) +6 vs AC; 10 Damage

ABILITIES

Human • Martial

SPECIAL POWERS

Follow Orders: Add your warband's highest Champion rating to this creature's attack rolls.

Pincer Attack: Each ally flanking with this creature deals +10 Damage against flanked target.

"It's all fun and games till a Redcloak puts somebody's eye out." –Boromar Clan thug

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20 Warforged Battle Champion

LEVEL 6 | AC 22 | DEF 18 | SPEED 6 | HP 45

ATTACK ACTIONS

Glaive: +13 vs AC; 15 Damage

ABILITIES

Warforged • Construct • Martial

Immune Poison; Reach 2

SPECIAL POWERS

Iron Charge: Use after hitting with a charge attack. An ally can immediately make a charge attack.

CHAMPION 1 ❑

- Use at start of this creature's turn. Allies have +2 Attack this round.
- Use when an ally would be hit by an opportunity attack. That attack misses instead.

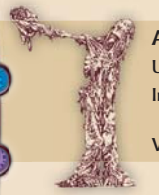
11 Corruption Corpse

LEVEL 4 | AC 16 | DEF 14 | SPEED 4 | HP 25

ATTACK ACTIONS

Slam: +8 vs AC; 10 Damage

Mote of Corruption: (range 10) +9 vs DEF (Fort); 10 necrotic Damage AND Enervated



ABILITIES

Undead

Immune Poison; Resist 10 Necrotic

Vulnerable 10 Radiant

SPECIAL POWERS

Grave Stink: Each living creature that activates while adjacent to this creature is Slowed and has -2 Attack.

Its filth-dripping body is itself a weapon.

10 Hobgoblin Warcaster

LEVEL 3 | AC 15 | DEF 13 | SPEED 6 | HP 30

ATTACK ACTIONS

Staff: +10 vs AC; 5 Damage

Force Dart: (range 6) +9 vs DEF (Ref); 10 Damage, ignore Insubstantial

Force Slide: (range 6) +9 vs DEF (Fort); slide 3 squares

❑ **Dragonfire Blast:** (small cone) +9 vs DEF (Ref); 10 fire Damage AND ongoing 5 fire Damage (save ends). RECHARGE when first Bloodied.

ABILITIES

Hobgoblin • War • Arcane

+4 DEF (Will)

Among hobgoblins, even magic is all about power and war.

6 Guard Drake

LEVEL 2 | AC 14 | DEF 12 | SPEED 6 | HP 30

ATTACK ACTIONS

Bite: +5 vs AC; 15 Damage

ABILITIES

Dragon

Immune Fear: Only while Bloodied.

SPECIAL POWERS

Loyal Guardian: +5 Damage while an allied champion is within 2 squares.

"Nothing says 'security' like a 4-foot lizard that won't run away when it's hurt."
–Grepo Shanks, drake dealer

34 Quickling Runner

LEVEL 9 | AC 24 | DEF 19 | SPEED 9 | HP 50

ATTACK ACTIONS

Short Sword: +14 vs AC; 15 Damage

A Thousand Cuts: Make three attacks against 1 target. RECHARGE when first Bloodied.

Spring Attack: This creature moves up to its Speed and makes a attack at any time during its move. RECHARGE when no enemy is adjacent at start of this creature's turn.

ABILITIES

Fey

+4 DEF (Ref)

Quick Step 4: Can shift up to 4 squares.

In a flash, blades bite—and the cutter is gone.

38 Kruthik Hive Lord

LEVEL 6 | AC 22 | DEF 20 | SPEED 6 | HP 65

ATTACK ACTIONS

Claw: +13 vs AC; 15 Damage

Putrid Blast: (large cone) +11 vs DEF (Fort); 15 Damage AND -2 Attack (save ends), 5 Damage only on miss. RECHARGE when a Beast ally eliminates a creature.

ABILITIES

Beast • Kruthik

SPECIAL POWERS

Gnashing Horde: 10 Damage to each enemy that ends its turn adjacent.

Sneak Attack 10: +10 Damage whenever this creature has combat advantage against target.

CHAMPION 2

- Use at start of round. Each enemy that ends its turn adjacent to a Beast ally this round takes 10 Damage.
- Use at end of this creature's or a Beast ally's turn. Creatures adjacent to the creature that just activated can't shift this round.

20 Troglodyte Brute

LEVEL 7 | AC 19 | DEF 15 | SPEED 5 | HP 60

ATTACK ACTIONS

Claws: +10 vs AC; 20 Damage

Bite: +14 vs AC; 10 Damage

Tooth and Claw: (Bloodied target only) Make a Bite and a attack against that target.

ABILITIES

Troglodyte

+4 DEF (Fort)

SPECIAL POWERS

Stench: Adjacent living creatures have -2 Attack; Troglodytes immune.

In battle, it pauses only to savor the blood of its enemies.

24 Troglodyte Curse Chanter

LEVEL 8 | AC 22 | DEF 21 | SPEED 5 | HP 55

ATTACK ACTIONS

Staff: +15 vs AC; 15 Damage

Cavern Curse: (range 5, target affected by Stench) +13 vs DEF (Fort); ongoing 15 necrotic Damage (save ends; no save while affected by Stench)

Sickening Ray: (range 10) +13 vs DEF (Fort); 10 Damage AND -2 Attack until end of round

ABILITIES

Troglodyte

-4 DEF (Ref)

SPECIAL POWERS

Stench: Adjacent living creatures have -2 Attack; Troglodytes immune.

The curse chanter is the mouth of a twisted god.

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13 Crazed Kuo-Toa

LEVEL 5 | AC 19 | DEF 16 | SPEED 5 | HP 40

ATTACK ACTIONS

Spear: +10 vs AC; 10 Damage

Bloodbath: +10 vs AC; 20 Damage. RECHARGE when missed by an attack.

ABILITIES

Kuo-Toa • Rage

+4 DEF (Will)

SPECIAL POWERS

Death Rage: +2 Attack and +5 Damage while Bloodied.

Slick Maneuver: Replaces move action, only while adjacent to an enemy: Shift to another square adjacent to that enemy.

Insanity gives it strength; pain gives it focus.

13 Deathcap

LEVEL 3 | AC 14 | DEF 12 | SPEED 0 | HP 40

ATTACK ACTIONS

Cloud of Spores: (burst 3) +8 vs DEF (Fort); 10 poison Damage

ABILITIES

Object: Does not score VP for occupying victory areas; immune to attacks against DEF (Will).

Battlefield Terrain: Sets up in a victory area instead of your start area.

Stationary: Can't move; not subject to effects that force movement.

SPECIAL POWERS

Flourishing Fungus: At end of each round, while this creature is in one of your victory areas, score +5 VP if a Drow ally is also in that victory area.

Potent Poison: While this creature is in an opponent's victory area, any attack within 5 squares that deals poison damage deals +5 poison Damage.

21 Kruthik Adult

LEVEL 6 | AC 18 | DEF 16 | SPEED 6 | HP 55

ATTACK ACTIONS

Claw: +9 vs AC; 10 Damage

Toxic Spikes: (range 5, 2 targets) +8 vs DEF (Fort) each; ongoing 5 poison Damage (save ends) AND Slowed

ABILITIES

Beast • Kruthik

SPECIAL POWERS

Gnashing Horde: 5 Damage to each enemy that ends its turn adjacent.

Sneak Attack 10: +10 Damage whenever this creature has combat advantage against target.

Surrounding Spikes: This creature gains combat advantage with attacks against any target adjacent to at least 2 Kruthik creatures.

6 Stirge Drone

LEVEL 1 | AC 17 | DEF 14 | SPEED F6 | HP 20

ATTACK ACTIONS

Blood Drain: +6 vs DEF (Fort); 10 Damage AND -2 Attack

ABILITIES

Stirge

Flight

SPECIAL POWERS

Attach: Replaces attack action: Eliminate this creature. An adjacent living creature takes ongoing 10 Damage (save ends).

Even the mighty can fall to the thirst of a lowly stirge.

30 Web Golem

LEVEL 9 | AC 23 | DEF 21 | SPEED 6 | HP 60

ATTACK ACTIONS

Stinging Claw: +12 vs DEF (Fort); 10 Damage AND ongoing 5 poison Damage (save ends)

❑ **Web Spray:** (small cone) +13 vs DEF (Ref); Immobilized (save ends), Slowed on miss (save ends). RECHARGE when first Bloodied.

ABILITIES

Construct

Immune Poison; Vulnerable 10 Fire

Inexorable: Can move through enemies.

Reach 2

SPECIAL POWERS

Entrap Attacker: Immediate, when missed by a attack; attacker Immobilized (save ends).

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45 Dire Bear Mauler

LEVEL 11 | AC 25 | DEF 21 | SPEED 6 | HP 95

ATTACK ACTIONS

Claw: +14 vs AC; 20 Damage

❑ ❑ **Ravage:** Make 2 attacks; if both hit the same target, Immobilized

Maul Rend: (Immobilized target only) 40 automatic Damage

ABILITIES

Beast • Primal

+4 DEF (Fort)

Reach 2

"It doesn't need to knock you down to tear you apart. It does that just for fun."
–Heron, eladrin ranger

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39 Girallon

LEVEL 10 | AC 22 | DEF 20 | SPEED 8 | HP 80

ATTACK ACTIONS

Claw: +13 vs AC; 20 Damage

Rending Arms: 2 attacks against 1 target, +13 vs AC each; 10 Damage if 1 hits, 30 Damage if both hit.

ABILITIES

Beast

+4 DEF (Fort)

Reach 2

SPECIAL POWERS

Four-Armed Fury: While Bloodied, this creature can use Rending Arms twice with a single attack action.

A girallon plays with food by tearing it to pieces.

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54 Iron Dragon Prowler

LEVEL 11 | AC 25 | DEF 24 | SPEED F7 | HP 65

ATTACK ACTIONS

Iron Jaws: +17 vs AC; 15 Damage

❑ **Lightning Breath:** (large cone) +17 vs DEF (Fort); 20 lightning Damage AND pull 2 squares. RECHARGE when first Bloodied.

ABILITIES

Dragon • Metallic

Flight; Reach 2

SPECIAL POWERS

❑ **Lightning Field:** Until start of this creature's next turn, each creature that activates adjacent to it takes 10 lightning Damage.

Sneak Attack 15: +15 Damage whenever this creature has combat advantage against target.

CHAMPION 3 ❑ ❑ ❑

- Use when you win initiative. Score 10 VP the first time one of your creatures is hit by an opportunity attack this round.
- Use at start of round. Creatures in your warband have +2 Speed this round.

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